

white for transmitting light emitted from reel backlight **513** and the rim **3**, particularly the side margins **350a** and **350b** are also formed so as to have diffusibility for diffusing the light emitted from the reel backlight **513**. For example, the reel **3** is formed of white paint containing fine particles provided with diffusibility, mixed with carbonate. Other components are similar to those in the fourth embodiment.

[0124] The gaming machine of the fifth embodiment of the invention includes a plurality of reels **3** (contained in annular bodies) each having a rim **350e** (contained in outer ring part) on which a plurality of symbols are placed and the arms **350c** (contained in arm part) joined to the rim **350e**, the liquid crystal **504** (contained in image display means) being provided in front of the reels **3** for displaying an image concerning game play, and the reel backlights **513** (contained in light source) for illuminating the symbols from behind the symbols, wherein each of the reels **3** has the rim **350e** and the arms **350c** formed in one piece and at least the side margin (for example, **350a**, **350b**) of the rim **350e** is formed so as to diffuse the light from the reel backlight **513** in the direction of the liquid crystal **504**. Thus, the light from the reel backlight **513** is diffused at least in the side margin of the rim **350e** and arrives at the liquid crystal **504**, so that the shadow is not cast over the image, enabling the player to clearly visually check the image and enjoy playing a game.

#### [0125] Sixth Embodiment

[0126] In a sixth embodiment of the invention, the rim **350e** of the reel **3** shown in FIGS. 14 and 15, particularly the side margins **350a** and **350b** are formed so as to reflect light of the fluorescent lamps **510** shown in FIGS. 7 through 11. And, the rim **3**, particularly the side margins **350a** and **350b** are formed so as to reflect light of the fluorescent lamps **510**. For example, the reel **3** is formed of white paint provided with reflectivity, mixed with carbonate. Other components are similar to those in the fifth embodiment.

[0127] The gaming machine of the sixth embodiment of the invention includes a plurality of reels **3** (contained in annular bodies) each having a rim **350e** (contained in outer ring part) on which a plurality of symbols are placed and the arms **350c** (contained in arm part) joined to the rim **350e**, the liquid crystal **504** (contained in image display means) being provided in front of the reels **3** for displaying an image concerning game play, and the fluorescent lamps **510** (contained in light source) for illuminating the symbols from the slanting direction of a front of the symbols, wherein each of the reels **3** has the rim **350e** and the arms **350c** formed in one piece and at least the side margin (for example, **350a**, **350b**) of the rim **350e** is formed so as to reflect the light from the fluorescent lamp **510** in the direction of the liquid crystal **504**. Thus, the light from the fluorescent lamp **510** is reflected at least on the side margin of the rim **350e** and arrives at the liquid crystal **504**, so that the shadow is not cast over the image, enabling the player to clearly visually check the image and enjoy playing a game.

[0128] In the fourth embodiment, the rim **350e** of the reel **3** transmits the light from the reel backlight **513** in the direction of the liquid crystal **504**; in the fifth embodiment, the rim **350e** of the reel **3** diffuses the light from the reel backlight **513** in the direction of the liquid crystal **504**; and in the sixth embodiment, the rim **350e** of the reel **3** reflects the light from the fluorescent lamp **310** in the direction of the

liquid crystal **504**. However, passing through, diffusing, and reflecting the light in the direction of the liquid crystal **504** may be all performed or any two of passing through, diffusing, and reflecting the light in the direction of the liquid crystal **504** may be performed in combination.

[0129] As described above, according to the invention, the gaming machine for making it possible to prevent the shadow of each reel from being cast over the image and enabling the player to clearly visually check the essentially image and enjoy playing a game can be provided.

[0130] Although only some exemplary embodiments of the invention have been described in detail above, those skilled in the art will readily appreciate that many modifications are possible in the exemplary embodiments without materially departing from the novel teachings and advantages of the invention. Accordingly, all such modifications are intended to be included within the scope of the invention.

[0131] This application is related to co-pending U.S. patent applications entitled "GAMING MACHINE" referred to as Attorney Docket No. SHO-0019, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0020, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0021, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0022, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0023, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0024, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0025, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0026, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0027, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0028, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0029, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0030, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0031, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0032, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0033, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0034, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0035, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0036, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0037, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0038, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0039, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0040, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0041, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0042, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0043, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0044, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0045, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0046, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0047, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0048, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0049, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0050, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0051, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0052, "MOTOR STOP CONTROL DEVICE" referred to as Attorney Docket No. SHO-0053, "GAMING MACHINE"